Physical Science				
2016 Indiana Academic Standards	Clarifying Statements	Vocabulary	Crosscutting Concept	Disciplinary Core Idea
4.PS.1 Investigate transportation systems and devices that operate on or in land, water, air and space and recognize the forces (lift, drag, friction, thrust and gravity) that affect their motion.		lift – to raise to a higher position or level drag – pull (someone or something) along forcefully, roughly, or with difficulty friction – the resistance that one surface or object encounters when moving over another thrust – push (something or someone) suddenly or violently in the specified direction gravity – the force that attracts a body toward the center of the earth, or toward any other physical body having mass	Energy & Matter Structure and Function	PS2.A: Forces and Motion PS3.C: Relationship Between Energy and Forces
4.PS.2 Investigate the relationship of the speed of an object to the energy of that object.		 speed – the rate at which someone or something is able to move or operate velocity – the speed of something in a given direction acceleration – increase in the rate or speed of something 	Energy and Matter	PS3.A: Definitions of Energy

4.PS.3 Investigate how multiple simple machines work together to perform everyday tasks.	pulley – uses grooved wheels and a rope to raise, lower, or move a load lever – a stiff bar that rests on a support called a fulcrum which lifts or moves loads wedge – an object with at least one slanting side ending in a sharp edge wheel and axle – a wheel with a rod, called an axle, through its center lifts or moves loads inclined plane – a slanting surface connecting a lower lever to a higher level screw – an inclined plane wrapped around a pole which holds things together or lifts materials	Structure and Function	PS2.A: Forces and Motion PS2.B Types of Interactions
4.PS.4 Describe and investigate the different ways in which energy can be generated and/or converted from one form of energy to another form of energy.	kinetic energy – energy possessed by a system or object as a result of its motion potential energy – energy an object has because of its position, rather than its motion	Stability and Change	PS3.A: Definitions of Energy PS3.B: Conservation of Energy and Energy Transfer

4.PS.5 Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.	(1) Examples could include electrical circuits that convert electrical energy into motion energy of a vehicle, light, or sound and a passive solar heater that converts light into heat.	series circuit – a closed circuit in which the current follows one path parallel circuit – a closed circuit in which the current divides into two or more paths before recombining to complete the circuit	Energy and Matter	PS3.A: Definitions of Energy PS3.B: Conservation of Energy and Energy Transfer
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Earth and Space Science				
2016 Standards	Clarifying Statements	Vocabulary	Crosscutting Concepts	Disciplinary Core Idea
4.ESS.1 Investigate how the moon appears to move through the sky and it changes day to day, emphasizing the importance of how the moon impacts the Earth, the rising and setting times, and solar and lunar eclipses.		 phases – a distinct period or stage in a process of change or forming part of something's development waxing – have a progressively larger part of its visible surface illuminated, increasing its apparent size waning – have a progressively smaller part of its visible surface illuminated, so that it appears to decrease in size 	Patterns Systems and System Models Stability and Change	ESS1.B: Earth and the Solar System
4.ESS.2 Obtain and combine information to describe that energy and fuels are derived from natural resources and their uses affect the environment.	(1) Examples of renewable energy resources could include wind energy, water behind dams, and sunlight; non-renewable energy resources are fossil fuels and fissile materials. (2) Examples of environmental effects could include loss of habitat due to dams, loss of habitat due to surface mining, and air pollution from burning of fossil fuels.	natural resource – materials or substances such as minerals, forests, water, and fertile land that occur in nature and can be used for economic gain	Cause and Effect	ESS3.A: Natural Resources

4.ESS.3 Describe how geological forces change the shape of the land suddenly and over time.	(1) Look at the impact of weathering and erosion on land. Examples of variables to test could include angle of slope in the downhill movement of water, amount of vegetation, speed of wind, relative rate of deposition, cycles of freezing and thawing of water, cycles of heating and cooling, and volume of water flow.	landslide – the sliding down of a mass of earth or rock from a mountain or cliff earthquake – a sudden and violent shaking of the ground as a result of movements within the earth's crust or volcanic action volcano – a mountain or hill having a crater or vent through which lava, rock fragments, hot vapor, and gas are being or have been erupted from the earth's crust erosion – the process of eroding or being eroded by wind, water, or other natural agents weathering – the various mechanical and chemical processes that cause exposed rock to decompose	Patterns Cause and Effect Stability and Change	ESS2.A: Earth's Materials and Systems ESS2.B: Plate Tectonics and Large-Scale System Interactions
4.ESS.4 Develop solutions that could be implemented to reduce the impact of humans on the natural environment and the natural environment on humans.		reclamation – the reclaiming of desert, marshy, or submerged areas or other wasteland for cultivation or other use conservation – the careful utilization of a natural resource in order to prevent depletion	Cause and Effect	ESS3.C: Human Impacts on Earth Systems

Life Science				
2016 Indiana Academic Standards	Clarifying Statements	Vocabulary	Crosscutting Concepts	Disciplinary Core Ideas
4.LS.1 Observe, analyze, and interpret how offspring are very much, but not exactly, like their parents or one another. Describe how these differences in physical characteristics among individuals in a population may be advantageous for survival and reproduction.		traits – a distinguishing characteristic or quality inherited – to receive by the transmission of hereditary factors population – (a) the assemblage or a specific type of organism living in a given area; (b) all the individuals of one species in a given area	Patterns	LS3.A: Inheritance of Traits LS3.B: Variation of Traits
4.LS.2 Use evidence to support the explanation that a change in the environment may result in a plant or animal will survive and reproduce, move to a new location, or die.			Cause and Effect	LS2.A: Interdependent Relationships in Ecosystems LS2.C: Ecosystem Dynamics, Functioning, and Resilience

4.LS.3 Construct an argument that plants and animals have internal and external structures	ecosystem – a system, or a group of interconnected elements, formed by the	LS1.A: Structure and
that function to support survival, growth,	interaction of a community of organisms with	Function
behavior, and reproduction in a different	their environment	
ecosystems.		LS1.B:
		Growth and
		Development
		of Organisms

Engineering				
2016 Indiana Academic Standards	Clarifying Statements	Vocabulary	Crosscutting Concepts	Disciplinary Core Ideas
3-5.E.1 Identify a simple problem with the design of an object that reflects a need or a want. Include criteria for success and constraints on materials, time, or cost.			Influence of Engineering, Technology, and Science on Society and the Natural World	ETS1.A: Defining and Delimiting an Engineering Problem
3-5.E.2 Construct and compare multiple plausible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.			Influence of Engineering, Technology, and Science on Society and the Natural World	ETS1.B: Developing Possible Solutions

3-5.E.3 Construct and perform fair investigations in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.	prototype – the original or model on which something is based or formed	ETS1.B: Developing Possible Solutions
can be improved.		ETS1.C: Optimizing the Design Solution